


22. (New) The method according to claim 4, wherein the generating and displaying a bonus game result is performed without requiring input from a player of the slot machine.

23. (New) The method according to claim 17, wherein the generating a bonus game result is performed without requiring input from a player of the first game.



24. (New) A method for playing a gaming apparatus, comprising the steps of:
generating a first game, wherein a play in the first game comprises randomly generating a first game result;

if the first game result matches a predetermined value, then initiating a bonus game, wherein said bonus game includes the steps of:

incrementing a count value;

determining if the count value exceeds a predetermined threshold;


generating and displaying a bonus game result associated with the count value; and

awarding a win of the bonus game, if the count value exceeds the predetermined value,

wherein generating the first game result and generating and displaying the bonus game result are performed in the gaming apparatus so as to require no additional hardware to generate and display the bonus game result.

25. (New) The method according to claim 24, wherein the step of incrementing a count value includes the steps of:

retrieving a previous count value;
adding a predetermined amount to the previous count value to generate an incremented count value; and
retaining the incremented count value.



26. (New) The method according to claim 24, further comprising the step of:
resetting the count value to a predetermined amount if the win of the bonus game is awarded.

27. (New) A networked gaming system comprising:
a plurality of gaming machines connected together;
a central counter coupled with each gaming machine; and
each gaming machine including:
circuitry configured to generate a first game result by displaying a randomly selected combination of symbols;
a video display screen for displaying the first game result;
an individual counter;
said circuitry configured to initiate a bonus game if said first game result matches a predetermined value, said bonus game being other than a random game, which increments the individual counter; and